

37. The gaming apparatus of claim 32, further comprising a coder adapted to convert said at least one 3D-rendered image into an analog video representation thereof.

38. The gaming apparatus of claim 37, wherein said analog video is formatted according to the NTSC standard.

39. The gaming apparatus of claim 32, wherein said at least one 3D-rendered image is at least two 3D-rendered

image sequences, each of said 3D-rendered image sequences being selectable by the player of said gaming apparatus.

40. The gaming apparatus of claim 32, wherein said at least one 3D-rendered image is rendered in real time by a 3D-graphics processor.

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